IN THE CLAIMS:

Please **CANCEL** Claims 13 and 14 without prejudice.

Please **ADD** claims 39 to 59 as follows:

--39. A gaming system comprising:

a slot machine including:

an interface operative to receive preference data representing a preferred operation of the slot machine relative to a specific player, and

a processor operative to configure the slot machine to operate according to the preference data; and

a server coupled to the slot machine including:

a data storage device operative to store a collection of data representing various operations of the slot machine; and

a processor operative to selectively transmit a portion of the collection of data to the slot machine as preference data in response to receiving player identification data.

40. The system according to claim 39, wherein the slot machine further comprises:

an input device operable to receive the player identification data; and

a transmission device operable to transmit the player identification data to the server.

41. The system according to claim 40, wherein the data storage device includes means for indexing the collection of data, and wherein the processor operative to selectively transmit includes processor instructions executable on the processor to select a portion of the collection of data corresponding to the player

identification data and processor instructions executable on the processor to transmit the selected portion as the player preference data.

42. The system according to claim 40, wherein the server further includes a data structure and processor instructions executable on the processor to accumulate player reward points associated with the player identification data based on at least player wagers and the preference data.

43. The system according to claim 42, wherein the server further includes processor instructions executable on the processor to transmit an indication of the player reward points to the slot machine, and wherein the slot machine further includes processor instructions executable on the processor to receive the indication of the player reward points and a display to indicate the player reward points.

44. The system of claim 39 wherein the processor is further operative to determine casino preferences based upon the player identification data.

45. The system of claim 44 wherein the processor is further operative to update casino preferences based upon at least one of the player's amount of play, the skill of the player, and the player's rate of play.

46. The system of claim 39 wherein the processor is further operative to calculate comp awards due to the player based upon at least one of the player's amount of play, the skill of the player, and the player's rate of play.

47. The system of claim 39 wherein the slot machine is operative to encode player preferences.

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48. The system of claim 47 wherein the server is operative to decode encoded player preferences.

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49. A gaming system comprising:

a gaming device including:

an interface operative to receive preference data representing a preferred operation of the gaming device relative to a specific player, and

a processor operative to configure the gaming device to operate according to the preference data; and

a server coupled to the gaming device including:

a data storage device operative to store a collection of data representing various operations of the gaming device; and

a processor operative to selectively transmit a portion of the collection of data to the gaming device as preference data in response to receiving player identification data.

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50. The gaming system of claim 49 wherein the gaming device is at least one of a craps gaming device, a video poker gaming device, a video roulette gaming device, a video keno gaming device, an arcade video game, and a video baccarat gaming device.

51. A system comprising:

a automatic teller machine including:

an interface operative to receive preference data representing a preferred operation of the automatic teller machine relative to a specific user, and

a processor operative to configure the automatic teller machine to operate according to the preference data; and

a server coupled to the automatic teller machine including:

a data storage device operative to store a collection of data representing various operations of the automatic teller machine; and

a processor operative to selectively transmit a portion of the collection of data to the automatic teller machine as preference data in response to receiving user identification data.

52. A system comprising:

at least one gaming device; and

a server coupled to the gaming device,

wherein the server is operable to store at least one player preference associated with a player identifier, and

wherein the server is operable to configure the gaming device to implement the player preference on the gaming device in response to receiving the player identifier.

53. The system of claim 52 wherein the player preference defines at least one value of at least one game parameter.

54. The system of claim 52 wherein the server is further operable to store at least one casino preference associated with the player identifier, and

wherein the server is operable to configure the gaming device to implement the casino preference on the gaming device in response to receiving the player identifier.

55. The system of claim 54 wherein the casino preference defines at least one value of at least one game parameter.

56. A method comprising the steps of:

receiving a player identifier; and

configuring a gaming device to implement a player preference associated with the player identifier in response to receiving the player identifier.

57. A method comprising the steps of:

storing, in a server, at least one player identifier and at least one associated player preference defining a preferred configuration of a gaming device coupled to the server;

receiving the player identifier; and

configuring the gaming device to implement the player preference associated with the received player identifier in response to receiving the player identifier.

58. A system adaptable to user preferences, comprising:

an automatic teller machine (ATM) for allowing a user to transact with a financial institution, the ATM including: means for receiving user preference data representing a preferred operation of the ATM, and means for programming the ATM to operate according to the received user preference data; and

a server including: means for storing a collection of data representing various operations of the ATM, and means for selectively transmitting a portion of the stored collection of data to the ATM as user preference data in response to receiving user identification data.

59. A system adaptable to user preferences, comprising:

an automatic teller machine (ATM) including program code for recording user identification data and user preference data representing a preferred operation of the ATM, and program code for configuring the ATM to operate according to the user preference data; and

a server including a database for storing data representative of at least one operation of the ATM, and program code for selectively transmitting a portion of the data to the ATM as user preference data in response to receiving the user identification data. --